



# RULES JUDGE

What DO  
I Do ?

1. Stand in front of the room facing the audience.

2. Your role concerning rules:

- You are responsible for ensuring that the rules are followed.
  - This includes ensuring that no one signals/communicates with the competitors during a match. If communication does occur, you have the authority to ask the person to leave the room (without causing undue duress -- please).
  - Ensure quiet.

3. Warnings

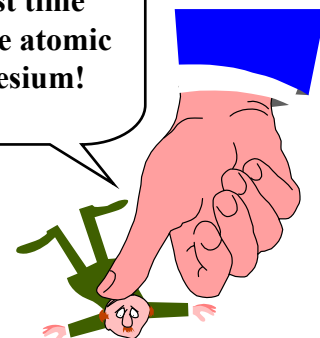
- If a rule is broken you may, at your discretion, give one warning.

4. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.

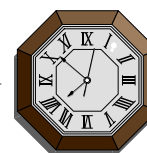
5. Time

- Ensure that the clock is stopped during discussions between officials, and between officials and students.

That's the last time  
you'll signal the atomic  
number of Cesium!



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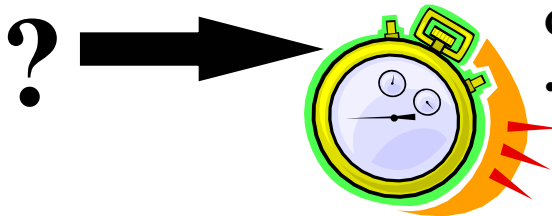
Challenge?

- Ask timekeeper to stop the clock.



**SCIENTIFIC JUDGE** What DO I Do ?

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- A cartoon illustration of a judge. He is a balding man with a large nose, wearing a black judicial robe over a white shirt and a black tie. He is holding a wooden gavel in his right hand and a yellow book in his left. A small white object, possibly a bone or a stick, is in his mouth. He has a small tuft of hair on the side of his head.



- Ask timekeeper to stop the clock.

***Please review all questions before the competition.***